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The Most important thing to consider when designing any game is statistical probability. The Base-line understanding of probabilities is segmented for easy digestibility and outlined below.

Bell Curves

A Bell Curve is introduced to a roll when rolling multiple dice. When Multitudes of dice are rolled in conjunction with one another, the probability of landing any given number statistically speaking when rolling more than one die lands you some where in the middle. This is illustrated in the graph below. For other probabilities refer to the tables printed at the beginning of the book, which have been subsequently reprinted in this appendix.

Flat Probability

When Rolling a Singular Die, you have a Flat Probability by Percentage. To determine the increments of a single die, take the total possible percentage (100) and divide it by the number of sides on the die. (Ex: 1d20 has a 5% chance of hitting any number on the face of a die.

Modifiers

When you add a modifier to your roll, it slightly skews your probability of failure when given a difficulty rating one direction or the other. This game is built with modifiers in mind, and the Difficulty/Armour tier tables will help you determine how to set numerical values for your players to hit.

Probability of Rolling A Specific Result

⬣ 1d20   ■ 3d6   ◆ 2d10   ▲ 4d4   ★ 5d3   ✕ 7d2
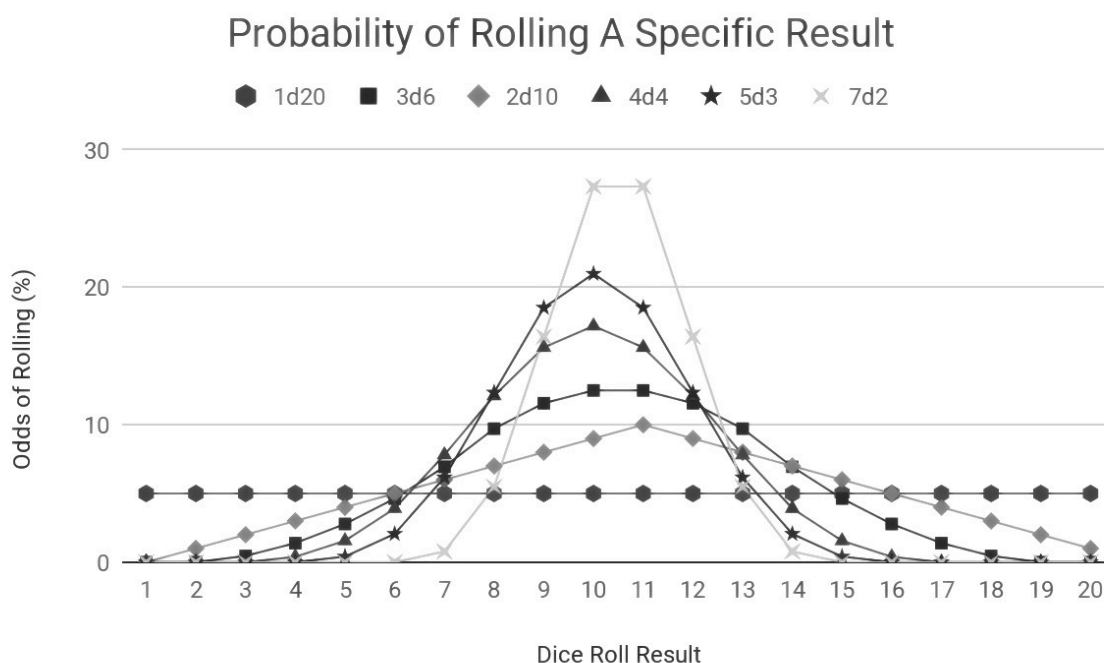
Difficulty Tiers	52fe	3d6	2d6	1d20	1d10	2d10	1d12	2d12
Very Easy	2	5	4	6	3	4	2	4
Easy	3	7	5	11	5	8	3	6
Medium	4	9	6	16	8	10	6	8
Hard	7	10	8	19	9	13	7	10
Very Hard	9	11	9	25	14	14	8	11
Improbable	11	12	10	30	-15	18	9	12

AR- 52fe	3d6	2d6	1d20	1d10	2d10	1d12	2d12
1	6	5	11	6	4	2	3
2	9	6	12	5	5	3	4
3	11	7	13	4	6	4	5
4	13	8	14	5	7	5	6
5	15	9	15	6	8	6	7
6	16	10	18	8	9	7	8
7	17	11	19	9	10	8	9

-Opposed Roll System: If desired you can throw out fixed numerical difficulty values by patching in an opposed roll table by difficulty.

Hack-1: Ascending Dice: Replace the fixed values for difficulty tiers as outlined in the playtest Document preceding these appendices by ascending dice (also reprinted in Appendix-A). When choosing to do this, you can either tier the dice by size (d4,d6,d8,d10,d12) and roll alongside your core dice. * Although the probability changes widely when increasing a die.* It is recommended that you keep the die size low, and multiply the number of dice by difficulty tier implications. Further explained in the section marked "Appendix-A: Probability".

Hack-2: "Armour-Soak": This option requires you to Lower the maximum Health-Points allotted, and add your Agility &/or Resilience Stat Boon(s) according to your armour rating. When you Make an attack, you roll either Brawn, or Agility dependent on your weapon/magic wielded vs the adversaries Agility&/or Resilience Stat Boon(s). After an opposed roll takes place- the winner of the contest rolls damage (according to their weapon) and on a successful attack deals subsequent damage- The Defender subtracts their Armour Rating from the damage dealt, and takes the difference in damage if applicable.

-Health Options: Some players think that power creep is an issue in games. Below is some suggestions for Hacking this perceived issue.

Hack-1:"Grit & Flesh": Should you choose to build your game with Armour soak or not, some people think it makes logical sense to split your traditional Health Points into 2 separate categories; these could be Grit (which loosely represents experience gained through gameplay, Stamina, and Combat Experience) and Flesh (which is a loose interpretation of your health). When your Grit points are gone, you begin to take Damage to your Flesh.

Hack-2: "Lowering Health Dice": If you are looking for another way to patch the power creep that happens during game play, one suggestion is that you lower the maximum total of a characters Health Dice by Role. This can be done in multiple ways.
By referring to the page on probability, you will find that a bell curve happens when using multiple dice, and that should be considered (this means the average roll will be a higher number than a single die more often by probability [Reference-able in Appendix-A: Probability").

Hack-3: "Capping Health": This could be accomplished 1 of 2 ways as outlined in the hacks below: Although it is suggested that you adopt an armour soak system for this mechanic.

Hack-3-1: Give the Players a Maximum Health Total that does not advance by level. Instead give them a numerical value/dice/die that advances their defense rate on opposed rolls.

Hack-3-2: Allow the characters to advance normally up to a certain level. The Gygaxian/ Arnesian Dungeon Crawling Game capped advancement by dice at a certain level, and advanced subsequently by 1 per level gained. It is suggested that you adopt this mechanic for an older style game play, which has the advantage of roughly 50 years of play-testing. That's nothing to shake a stick at in my personal opinion. [For more information of emulation an older style of gameplay, refer to Hack 4 below.]

Hack 4: "Setting Restrictions on Health"- Another probability for your potential game is to change the rulings on how a character advances as outlined in the playtest sample document. Suggestions are outlined below:

Hack 4-1: Every day a players character gains 1HP in game and out of game during a Full Rest. This is negated if rest is interrupted. On a Full Day of Bed Rest, you may roll for your Health Dice. If you choose to enforce this ruling you should make time elapse in real time when the players are

not playing. This forces the players to make sure their character get to safety before the next session (usually a week or so). If your character is indisposed you shouldn't worry too much, as being adventurers you usually take freelance work if not affiliated with an organization. This implies that a "stable" of characters at your disposal shouldn't be uncommon. This also solves 2 other potential issues with the mechanics of ttrpgs:

1. You will never get bored playing a single Character Role, nor will you feel the need to spread yourself thin by Multi-Roleing (which the allowability of such should be determined by the designer or Guide).
2. Though your Character may be Fragile, you can put one on hold while you bring in another character after a mission if they are on deaths door or dead-or otherwise feel the need to- (if they get to safety it should noted that their character doesn't necessarily have to stay where they were, though any possible travel complications should be ruled by the Guide-preferably with a roll decided by probability on the guide's side as outlined in "Appendix A: Probability").

Hack 4-2: If the Gygaxian/Arnesian mechanics don't fit with your game but you still want to keep healing low, I suggest you take the Characters Roles Health Dice and replace them with a number of dice relative to their size as determined in the test game at the beginning of this manual. I recommend you choose 1 die size (such as 1d4) and give the Roles a Number of Dice to Roll On a Full Day of Bed Rest. The other days between gaining a Bed Rest you are allowed to roll 1 hit Dice according to your Role. Time should Function as outlined in "Health options: Hack 4-1".

Turn Order Options: It's entirely possible that the turn order mechanic outlined in the Fifth2Fate playtest document core rules will not be endorsed by a number of groups playing the game. If you are one of those players, go ahead and change it however you like. Options are given subsequently..

Rolling a d4 might be too marginal, though a d6 is standard for older war games- and imitation is the sincerest form of flattery, so it could be argued that you use the old classic. However, other possibilities include any other sized die, tracking turns separately by numerical value of everyone's turn, or by simply modifying the rules outlined in the Fifth2Fate & Fortresses Game by removing the need to roll every turn. Who am I to say how you handle turn order in your game? But there's some allegedly helpful suggestions.

Magic Options: Magic Is by far, the hardest to patch. As of the current date, I can only offer other resources for importing from other Systems from other Games Under CCL, and a reprinting of the magic system from MicroLite20 Rpg from the use of a CC0 License(Public Domain). Though it will probably need some minor alterations when converting it into your game.

1. F.U.D.G.E.
2. FATE
3. Knave
4. Maze Rats
5. Powered By the Apocalypse
6. Words Of Power (For Fate)
7. MicroChapBook RPG
8. Open Game Development SRD
9. [Pending] Follow @TheOPBlair on Twitter for a potential future 5th Ed. Conversion Document.

-Races & Roles- If for some reason, you want to play a fantasy race, or role not outlined in the guide, you can make your own by following the suggestions below:

Hack 1: You can create a New Race by distributing 3 points in any of your statistics by removing a 2 points from any of the remaining statistics. You may never have more than +3 in anything.

Hack 2: You can Create a New Role by first choosing which existing role(s) you'd like to use Role Boons from and mix and match by tier advancement by using your own personal judgment and common sense. If you'd like to create a Magic user with innate magical abilities, they get a number of spells per level that equal their total level divided by 2 (with one at first level). These spells all have one charge, which disappears on a success or a failure (it is up to the designer to decide what success or failure means when attacking, or if it also extends to casting a spell in general).

Statistic Options: If for some reason, you want to roll another set of dice for statistics there are hacks listed below:

Hack-1: Using Dice not outlined in the playtest document: When designing the statistic generation method I personally wanted to have an average statistic more probable. In the Fifth2Fate & Fortresses game I chose 3d4+4 because minimum you'd have 7 hit points in any stat, and maximum you'd start with 16. If you look at the Probability Charts for 4d4, average is roughly 12. As a result you do not have as wild of a statistic array. If you choose to change Statistic Generation to Other Dice, make sure the total possible of any dice rolled don't exceed 18. A Die Roll can be Balanced by rolling an extra die, and removing the lowest from the pool of dice rolled, or adding the maximum of one of the dice instead of rolling them.

Hack-2: Every character could be given a total of 12 Statistic Points either given by a total numerical value at starting or through the use of a dice pool. These points would be able to be distributed among the stats as desired, and become your bonuses (you may never have more than 5 in one statistic by normal-non-magical means). If using this mechanic it is suggested that a statistic based save is rolled for using 1d6 underneath your stat.

-Non-Player Character Reactions & Social Scenarios- Different Designers, and/or groups have different opinions on how social roleplay should work. This is why I didn't outline how to accomplish social role-play in the core Fifth2Fate & Fortresses Rules. Below are some suggestions to handle Social Scenarios.

Hack-1: Opposed Abilities: Some groups like to use their skill boons to upgrade their total roll, and most of the Chutzpah skills are meant for social situations. If you choose to use this option, you roll your core dice and add any applicable boons from your statistic (and/or from your Level Bonus tied to your Skill if chosen) to your roll, and the Guide does the same for the NPC your are rolling against.

Hack-2: Every Npc Has a Demeanor rating determined by 1d6.

-1-2 on 1d6= :-(
-3-4 on 1d6= :-I
-5-6 on 1d6= :-)

When any NPC is encountered when using this ruling the Guide must roll a d6 to determine the deposition of the NPC in question. When attempting any roll for Chutzpah, Roll below your Statistic With 1d20 subtracting any applicable boons tied to your statistic (and/or Chutzpah related skills). When a Player successfully rolls under their Statistic, they are able to change the demeanor of the NPC one direction at a time. If failed, it depends on the skill in question whether or not the players character is successful.

Appendix C Alternate Magic, Statistic, and Aging Rulings
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UNDERSTANDING STATS

Stats in m20 are simple. The main three stats are:

STRength: Determines your general strength and ability to do land a physical attack.

DEXterity: Determines your general dexterity (how nimble and coordinated you are) and ability to land a ranged attack.

MIND: Determines your general mind power (will of mind and strength of mind) and ability to cast and resist magic attacks.

UNDERSTANDING SKILLS

Stats are inherent to everyone in M20, they are your base abilities in a way, but they will usually be combined with a stat so as to better perform the required task at hand.

Skills can be improved (the base score) which may affect your bonus over time. Try reading books during a rest, repeating exercises, spells or attacks so that your GM notices and may say something like ,Do you know what, you've chopped fifteen heads clean off today, add 1 to physical in celebration of this perfect practice,. If you,'re desperate to increase a skill but are unsure how, simply ask your GM, or maybe better yet roleplay asking an NPC ,Do you know where I can increase my lockpicking skills, and they may direct you to a thieves guild with some kind of lessons or book you can buy which would in turn affect your subterfuge skill.

The main four skills are:

PHYSical: Physical (or PHYS) is indicative of the users ability to perform physical tasks. You might have the strength to lift a rock, but what if the GM asks you to perform an athletics check (using STR + PHYS) to not just maintain the flip but land balanced!

SUBterfuge: Subterfuge is best known for it's use in picking locks, disguise and slight of hand. Any time finesse is required, SUB is your guy.

KNOWledge: Just as it sounds on the tin, your general understanding of knowledge in a given topic. Keep in mind this is he characters knowledge, you definitely don't need to know what they know in real life, but writing things down as you (the player) finds them out is an entirely invaluable practice and will increase your fun at the table ten fold without fail.

COMMunication: our characters ability to bluff, be charismatic and chat up bar wenches (or gigalos).

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

SKILL CHECKS

When you are role-playing and there is no turn order as in combat it's perfectly fine to politely interject or stick a hand up and ask if you may perform checks around the area, with people or items etc. The way to do this is thus:

DM: You enter a dungeon

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Player: Can I light a torch
DM: Of course (No check needed, no opposing factors)
Player: Can I check the walls for information.
DM: Of course, do me a investigate check (Subt + Mind)
Etc.

Skill checks are performed with a D20 (20 sided dice). To perform a skill check you take a D20, add the relevant skill and stat bonuses (and any relevant to the situation e.g. the DM may award you extra bonuses for explaining your action in a fun way).

SKILL TABLE
Use the checks on the table below and as you begin to feel more confident you can add your own and make them up with the dm. If you used these alone (even for ever) you would rarely be at a loss for things to do.

ACROBATICS-SUB + DEX
ARCANA-KNOW + MIND
ATHLETICS-PHYS + STR
BALANCE-PHYS + DEX
BLUFF-MIND + SUB
CARTOGRAPHY- KNOW + MIND
CHARM-COM + MIND
CLIMB-PHYS + DEX (OR STR)
CONCENTRATE-MIND + SUB
CRAFT-KNOW + DEX (OR MIND)
DECIPHER-COM + MIND
DISABLE DEVICE-SUB + MIND (OR DEX)
DISGUISE-SUB + MIND
ENDURE-PHYS + STR
FIRST AID-KNOW + MIND
GEOGRAPHY-KNOW + MIND
HANDLE ANIMAL-COM + MIND OR
COM + STR IF LARGE
HIDE-SUB + DEX
HISTORY-KNOW + MIND
INTIMIDATE-COM + MIND
INVESTIGATE-COM + MIND
JUMP-PHYS + STR
KNOWLEDGE-KNOW + MIND
LANGUAGES-COM + MIND
LIFT OBJECT-PHYS + STR
LISTEN-SUB + MIND
MOVE SILENTLY-SUB + DEX
NATURE-KNOW + MIND
PICK LOCK-SUB + DEX
PSYCOLOGY-COM + MIND
RESIST FEAR-COM + MIND
SEARCH-SUB + MIND
SENSE MOTIVE-SUB + DEX
SLEIGHT OF HAND
SPOT-SUB +MIND
SWIM-PHYS + STR

ADVANCING SKILLS

Your skills will naturally advance during each level up (+1 per skill) and you begin with a +3 proficiency in one skill as per your character class (noted in main rulebook).

MAGIC AND COMBAT

Magic and combat in the game are very similar. There are a few stats on your character sheet that help with combat.

HIT POINTS

STR + 1D6/Level

Your HP represents your health. If it reaches 0 you are unconscious. Further damage comes directly off your strength at which point if you reach 0 you are in a coma and then hp comes off your phys, if this reaches 0 you are dead. HP naturally regenerates in hero blood after 8 hours rest, health potions or some cases merry making.

ARMOUR CLASS

10 + DEX bonus + Armour bonus

Your ac is the number that a monster has to roll to beat your defences and land an attack. This number can be reduced if your armour is removed or increased by adding more armour or magical armour in the form of spells or potions.

MANA

MIND + 1D6/ Level

Mana is used to cast spells. For non magic users it can be used to help deflect spells if the character is unable to roll to defend themselves.

ATTACK BONUSES

Your attack bonuses are standalone bonuses that you use specifically for combat instances. Each one represents a different element of combat. Everyone has all three.

Melee attack bonus

STR + LVL

Fighters and rogues may use DEX + LVL for melee bonus if wielding a light weapon.

Fighters and rogues may use two light weapons and attack with both at -2 on all attacks.

Missile attack bonus

DEX + LVL

Magic attack bonus

MIND + LVL

HOW TO ATTACK

To attack you must announce it and then roll D20 + your relevant attack bonus + any relevant situational modifiers and beat an AC (armour class) of the enemy.

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CASTING MAGIC

To cast magic you must spend the mana relevant to the level of the spell first, then roll your magic attack roll beating the mana cost to cast.

SPELL LEVEL

0
1
2
3
4
5
6
7
8
9

MANA COST

1
3
5
7
9
11
13
15
17
19

HOW TO DEFEND

To conduct saves a player must announce they wish to do so, failing to ask will amount to them being presumed busy or dormant during battle and they will take direct damage.

Fortitude saves: PHYS + STR
Reflex saves: PHYS + DEX
Will saves (magic): MIND + LVL

ADDITIONAL ATTACKS

If your attack bonus is 6 or more you may make an additional attack with a -5 penalty to the roll.
If your attack bonus is 11 or more you ay make an additional attack with a -10 penalty to the roll.

LEVELLING UP

When your current collection of EXP is 10X your level, you level up.
When you level up you gain:
-

1D6 to hit points.
1 to all attack rolls.
1 to all skill roll.

If the level divides by three (3,6,9) add one point to STR, DEX or MIND.
Fighters gain +1 to all attack rolls at level 5,10,15 etc.
Magic users gain access to new spells at levels 3, 5, 7, 9 etc

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Md20 Age Level system

Max population ages, and corresponding levels, in yellow
Ages to reach levels; Coming-of-age-ages in blue box

Lvl	EL's	Humans+HalfX	Elves/Dwarves	Halflings	Orcs	Gnomes
1	0	16	32	25	10	5
2	10	18	35	27	11	10
3	30	22	42	32	13	20
4	60	28	52	40	17	35
5	100	36	65	50	22	55
6	150	46	82	62	28	80
7	210	58	102	77	36	110
8	280	72	125	95	45	145
9	360	88	152	115	55	185
10	450	106	182	137	66	230
11	550	126	215	162	78	280
12	660	148	252	190	92	335
13	780	172	292	220	107	395
14	910	198	335	252	123	460
15	1050	226	382	287	141	530
16	1200	256	432	325	160	605
17	1360	288	485	365	180	685
18	1530	322	542	407	201	770
19	1710	358	602	452	223	860
20	1900	396	665	500	247	955
21	2100	436	732	550	272	1055

Characters and NPCs gain levels simply by doing their jobs for a number of years. Slackers get nothing. The main goal is to populate the game world with higher level NPCs and give a more realistic feel to the world. Maximum levels encountered are in the yellow boxes. Adventurers or NPCs doing more dangerous jobs might gain levels more quickly

Humans come of age at 16 and gain 5ELs per year
Dwarves and Halflings come of age at 32 and gain 3ELs per year
Halflings come of age at 25 and gain 4ELs per year
Orcs come of age at 10 and gain 8ELs per year
Gnomes come of age at 5 and gain 2ELs per year

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